

Visions

A Chronopia Magazine

Issue 1

Includes:

Chronopia Skirmish
Of 20-Sided Dice
3 Terrain Building Articles
And a Battle Report,
Firstborn vs. Crystal Lotus



Credits

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Chronopia Skirmish

By Glenn McClune

“Chronopia Skirmish” is a new concept developed to make “Chronopia: War in the Eternal Realm” playable at a small scale, or at about 200 points using about 5-10 figures. As many of the rules in “Chronopia” will not work in a skirmish format we have had to make some adjustments. These game modifications take on some aspects of the dead game “Chainmail” to allow for the most fun and quickest play.

First, figures are all considered to be individual units, this allows for a greater amount of flexibility in unit selection. Note that because of this modification leaders are considered veteran troops and standards and musicians have their effects played out in a 4” radius around the bearer. Second, a full turn should only be four laps around the table, This means that you should activate $\frac{1}{4}$

of your army each activation. This aspect speeds play and makes for a quicker more exciting game.

Third, no single unit may consist of more than 1/3 your army’s cost. This restriction keeps down the use of incredibly large units that will dominate the battlefield. Also that includes cost of spells.

Fourth, and one of the most fun aspects is cross-army units, this allows you to buy units from outside your army. To determine what units can be purchased you need to use the following calculation: Take the leadership characteristic of your units with Commanding Presence and subtract it by 12. That value will determine the amount of size categories from cross-faction units you

can bring.

Example: An Elven Lotus Eater has a Leadership value of 15, therefore he can command up to 3 sizes of units, meaning he could have an Ogre Heavy Infantry under his command or else an Orc Assault Warrior and Goblin Spearman or any other combination of size characteristics that totals to three.

Also note that a cross-faction unit must be activated on the same turn as a commanding unit, and the commanding unit must have enough points to command the cross-faction unit.

That is actually it, playing with these changes is loads of fun and can be a good way to play if you don’t have a big army built yet or just don’t have the time to play a 2000 pt game very often. The following is

Jon's 200 pt Devout Army	
1x Elf Risen Warrior	23 pts
1x Dwarf Risen Warrior	26 pts
2x Swordsmen	50 pts
2x Orc Risen Archers	38 pts
1x Shadow Stalker	63 pts

Glenn's 196 pt Crystal Lotus Army	
2x Dream Warriors	70 pts
2x Elven Archers	62 pts
2x Elven Militia	26 pts
2x Elven Swordsmen	38 pts

an example of a small army as well as a combat encounter:

Example: Jon's Risen Warriors close on Glenn's Dream Warriors, the Dwarf swings his sword, but misses with a 9. Then the Elf swings at his brethren managing a blow at a 3, the Dream Warrior rolls his armor save missing at a pathetic 15. The Dream Warrior that lives then takes his turn striking at the Dwarf Risen, the Dream Warriors blow strikes hard with a 6, then the Risen makes his armor roll and just barely fails with a 9. Then combat continues as normal.

Of 20-Sided Dice

A veteran gamer's foray into the world of Chronopia

By M. Jeremy Lambdin

After about 10 years of playing miniature games and 20 some years of war games, I was introduced to the Eternal Realm. I was hesitant at first due to the lack of exposure. And was set aback by the major obvious differences in the models, the marketing and the game mechanics.

I had never seen or heard of Chronopia the first time around, as I only played Battletech and various GW game systems. But after talking to my friend, I was possibly willing to give this new 2nd edition a try on the tabletop.

The first real attraction hit me when I asked, “Are there any real celt/highlander/barbarian races?” The answer was “Yeah, Sons of Kronos, but nobody wins with them. At least not in 1st edition”

Not ever being a power gamer and always up for a challenge, I decided to check out the Tribes of the Untamed.

I first play tested with some Reaper Highlanders that I had lying around and used the following units:

Bezerkers,
Hearthguard
Horsewarrior
Tribal Warriors

I maxed out each unit. I didn’t bring any standards or horns and I lost miserably.

So what happened?

Dice:

My first hurdle problem was the d20. I had never been into role-playing and therefore really only had seen a d6.

I was so used to grabbing a pile of 40 d6, and saying, “Hey, look. I hit you 16 times on 4+”

This large, 20 sided die just made me feel uneasy. That and I had to perform simple math problems. “14 armor – 6 damage equals OUCH!. My brain hurts. Oh, I have to role an 8 or less?”

OR LESS?

For me, it had never been good to role low on anything but a leadership test, and then that was just under 12, not 20!

Eventually, the d20 and I became friends.

Tactics:

In every game system I had ever played, I found the cheapest troop choice and made that my biggest unit(s). Add one individual, some kind of elite choice and maybe a big meanie (tank, monster etc.) and I was done. That simple.

Chronopia tactics are quite different. And SOK tactics are even more different.

In Chronopia I discovered through much conversation and discussion on the Excelsior forums that I had to make my warbands small, specialized and hard-hitting units.

There really are no elites in Chronopia, and individuals come along for the battle, they don't truly lead. So, the game makes it possible to bring endless varieties of army lists. Something that I was also not used to.

And, with SOK I then learned that I needed to take them en masse against the enemy.

With my original former tactics, I had lost 6 games in a row, but soon was on my way to great and glorious victories with my army of shirtless, tree-hugging barbarians.

I began to leave the Bezerkers at home, discovered the joys of Viridian Lords and Blade Maidens. The effectiveness of 5 little Warhounds had eluded me until I learned to use them against a Blood Totem. And there really is nothing like using a small warband of tribal warriors to waste the time of a beefy Crystal Lotus Knight.

As I have come to discover, Chronopia is truly a skirmish game that can be played on a large scale. And that is a great thing, both for gaming and the pocketbook. I have as much fun playing 750 points with 20 models as I do playing 2000 pts with 60+ models.

After losing some of my former preconceptions about gaming and games in general, and learning that is much nicer to just carry one die in my pocket I found that Chrono-

pia, is easily the best game system that I have ever played. It is easy to show others. And it is easy to build a variety of forces.

I have found that many things are difficult and frustrating at first, but become the most enjoyable experiences in my life. As far as gaming goes, Chronopia has become that experience.



Terrain Quickies

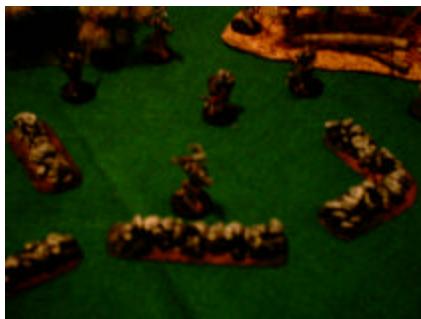
Building Stone Walls

By Glenn McClune

This tutorial is for making basic and simple stone walls for wargaming of any type. Please read all the instructions before attempting.

You will need the following supplies:
Gravel (I use aquarium), Paperboard
(Cereal box), Scissors, Tacky Glue, Sand,
Paint, and a crappy brush.

First, Cut out the shapes you want for your walls, I usually make mine 3 inches long, in straight and corner sections, but I am going to do more soon. Then you want to take your glue, squeeze some into a disposable cup, then thin it down with some water, it should clump a little onto a brush, but not bog the bristles too much. Brush the glue over the cardboard pieces then sprinkle the sand over them, once that is dry, take and run a line or two of glue in a line where you want the walls, then you can either place pieces of gravel by hand or dump them on randomly, doing it by hand takes longer, but produces better results. Keep building up layers until you achieve the height you wish, I usually aim for waist height, since that is high as you would need to keep sheep or other smaller livestock. Once you have finished this, take them outside and drop a coat of black primer on them, if you only have grey, then paint them black before you begin. Next take a dark grey and dry brush the rocks many times, it builds them up, then use a light grey and dry brush it a few times, if you don't think they look shadowed properly you may wish to dry



brush it with a white as well. Once you like how the rocks look, then move unto the

base, take and paint that brown, dry brush it if you want. Then decide where you want grass to be growing, you can either flock it or else just paint that area green. And that's about it, if you'd like to make them look even better, you can add field grass and other accessories. To make field grass just take an old corn broom and slice off some of the bristles.

Other things you can do is add skulls, toss weapons leaning against them and things like that.



Quick and easy trees, that look good!!

By Glenn McClune

This is a basic tutorial that will let you build a forest in a night, without spending all your gaming cash.

Gather the following: Lichen (I get mine from Michael's Craft Store for \$5 a bag), get some basing material like air dry clay or else paperboard, sand, glue, and sticks, actually you want to find some sticks around 3-5" with lots of branching, I get mine from a bush in front of my house.

First make up your bases, I cover them in sand then paint them up in browns and greens. After that I take and glue the trees down, I usually have holes in the clay to insert them, after that I go ahead and decide how much foliage and where I want it. Then you need to clear coat them to make sure the foliage doesn't dry out. branches and trees on the larger bases or else on their

Garou's Terrain Workshop

By Richard Grady

June 18, 2003

Terrain is a large part of what miniatures games so visually appealing is the terrain. Terrain in any form adds complexity and depth to the game, as commanders struggle not just with each other, but with the lay of the land. While anything can serve as terrain, from soda cans to books, actual wargaming terrain can create a truly stunning table.

It is possible to spend weeks and weeks on a particular terrain item, but rarely is such dedication required, or even desirable. I am going to focus most of these articles on terrain that can be built quickly and cheaply. I also will be focusing on terrain that is sturdy and portable -- a table of kewl terrain doesn't do much good if it can never leave your basement. Pretty much everything I build is intended for weekly use, and many of these pieces have been used once or twice a weeek for more than a year, with minimal damage.

For each piece, I will provide an itemized materials list, and some step by step pictures. I will also try to list substitutions or alternate methods, if a material is difficult to find or a step is difficult. If you have questions or comments, go ahead and drop me an email.

Quick and easy rocks

Okay, they're actually not all that quick, since there is a drying time involved, but aside from that, you'll spend far more time painting and basing these than actually making them. They're also pretty inexpensive. Even if I had to go out and buy paint and brushes, this project would cost less than \$15. As it was, it cost me about \$8, with one can of GreatStuff and 2 sheets of foamcore. And, as you can see below,

you'll get a lot of terrain out of it.

Materials

- Great Stuff expanding foam
- CD (*AOL CDs are great for this!*) OR
- foam core/ cardboard/MDF (also known as Medium Density Fiberboard)
- Exacto knife (for cutting foam core/ cardboard, and trimming excess foam)
- Paint, brushes, etc



Instructions First off, decide what you are going to build. Are you going to make some really big rocks, or a bunch of smaller ones? How do you want them based? Do you want a bunch of small rocks on one base, or on many? Will the big rocks have smaller rocks around them, on the same base? Sketch out the approximate size of what you want to create on the MDF/foamcore/cardboard. If you are making things that are small enough, spare AOL CDs work quite well. Take a couple minutes on this step, because once you start spraying that foam around, you won't be



able to make changes.

Some quick advice on working with Great Stuff. First, once you start spraying, you are going to want to use the whole canister. Unless you have mineral spirits handy, the foam will seal off the hose, so you might as well use it all at once. When using it, I typically have three or four terrain projects I am going to use it on at once. Second, it expands, so things will get larger than they started. The blob was originally going to fit entirely on the CD, but the expansion was such that the CD is no longer visible. Third, it's sticky, and messy, and does not come off hands, furniture, floors, etc easily. Lastly, there is a definite odor -- open the windows before you use this indoors. Still, it is very durable, and light, which are both very nice. As an added bonus, when you see how



many things you can make per can, it's very cheap.

Start spraying the Great Stuff. Don't try to build a huge mound of it -- it'll just fall over. Apply the stuff in



layers, going back and forth. You will not use the entire can on any piece unless you are trying to build a mountain. As you can see, one can goes a long way. Once these are cut and separated, it should give some fairly decent cover to a 4" by 4" table. I still have one sheet of foam core left, so I'll save it for another project. All this took only a couple of minutes.

Let it dry. I wait a full day. It'll change color a bit, but it's still basically a pale yellow. It does expand, as you can see. Most of the expansion happens in the first half hour, but I think it expands for close to two hours. *I've never actually timed it though.*



Anyways, now we have a bunch of basic rocks, which look pretty much like this:

When it comes to painting, Great Stuff does not take paint well. The first coat is problematic, and tends to bead off, as you can see from the picture below. That is actually the



second coat, and there are still a few gaps. Good thing craft paint is cheap.

Great Stuff can be sanded, and I am planning on sanding a few and seeing if the added texture helps the paint adhere. Use a thick acrylic paint -- house paint would be ideal, but I tend towards inexpensive craft paint. (Oddly enough, I use the same paint for my miniatures, just thinned.) Once I have the basic undercoat on, I drybrush with a series of grays, each a couple shades lighter than the previous. Usually, 2-3 grays



is more than sufficient. Rocks are actually more of a brownish-gray, but I actually like this look more for rocks this size.

Last, flock is applied to the base and several locations on the rock. Static grass is great for this, but only in moderation, as it can make it look funny, and is expensive. Finally, a glossy sealer was applied. Although glossy sealer do, as their name implies, give things a glossy appear-

ance, they also provide better protection than matte or satin varnishes. When I am going for a realistic effect, I first use two light coats of gloss, with a couple hours in between to allow for drying. Then, I use one coat of matte varnish, which dulls most of the shine, giving a somewhat more realistic appearance. I still get the protection of gloss, but the appearance of matte. The matte coat does need to be touched up from time to time, however, as simply handling the piece can cause it to wear off.

Anyway, there you go. They're quick, they're durable, they're light, and they're pretty cheap. Best of all, they're easy to do, and you can get some very nice results on your first try.



Firrborn and Crystal Lotus

The sides:

Crystal Lotus (me)

Crystal Knight

Warkiller

Blue Lotus Eater (w/ Sky Chariot)

Silver Lotus Eater (W/ Freeze, Blizzard and Ice Weapon)

2 units of Archers

1 Unit of Spear

1 Unit of Axe

1 unit of Swordsmen

Firstborn (Dan)

Judge

Repulsar Knight

1 unit of Archers

1 unit of Iron Guard

1 unit of Macemen

2 Units of Swordsmen

All units (his and mine) had any optional models (Standards, Great weapons, etc), and if memory serves, one of his units had a magical standard.

Since he was still figuring out what units he wanted to use, I set up the table. We have

found this works fairly well, as long as the other person gets to choose the side.

Here's what it finally looked like:

Deployment -- I won, and forced Dan to start deployment. Since I outnumbered him (in terms of

units), I figured I would still be able to react to his setup. As it turned out, I didn't see anything that radically changed my deployment strategy, though I did adjust the placement of a few cards

Turn 1 -- The Elves won initiative, and promptly forced the Firstborn to move a unit. The first turn revealed that each of us had pretty much guessed the others deployment accurately, so there wasn't a whole lot of shifting of units. Mostly, we just ran towards each other, although I did attempt to Sky Chariot my archers forward, only to fail in the attempt.

Turn 2 -- The Elves win initiative again, and force the Firstborn archers to move. While the Firstborn archers were taking up their position on my left, I taxied my archers into firing range on my right flank. Both sides continued their advance, with his Macemen and a unit of Swordsmen losing one member each to my archer fire, but getting a little too close for my comfort. Dan's Judge moves up in front of them, making it a choice archery target for next turn.



Turn 3 -- The Firstborn win initiative for the first time this game. Dan chooses to force the Elf fodder (aka Swordsmen) to move. I oblige by bringing them up to support the archers, since his mace and swordsmen are getting a little

close for comfort. Dan moves his Macemen up, blocking the line of sight from my archers to his judge. Not wanting to commit any of my troops just yet, and wanting to wait with my archers, I run my Blue Lotus eater up towards the combat. Sitting back in his deployment area is fine, but only it's actually able to do anything. Dan's Swordsmen moved up to provide support for his Macemen, who promptly lose three of their number to my archery. The Iron Guard take up a shield wall to close against the other archers, momentarily forgetting the Warkiller creeping along their flank. Gambling that he will win initiative next turn, Dan brings up his Judge and Repulsar Knight. All I have to do is win initiative, and they are mine. To further improve the odds, the Silver Lotus Eater casts Freeze on the unit of Swordsmen, rolling a perfect success and freezing them solid.

Turn 4 -- The Elves win initiative. I promptly activate my archers. At this range, I don't want to waste an action aiming -- not if it means another shot. My first shot missed, and the second action is a Perfect Fumble, ending the entire units activation. (Yeah, we know that may not be the case. But we agreed on it before the game.) Personally, I blame the guy who was trying to reglue my dice. (*For*

those who do not know, my dice tend to be very unkind to me. After a terrible game last week, I took two dice and pulverized them, as a lesson to the other dice. They were rolling much better this week -- right until Sean proposed gluing them back together. Back to the BatRep.) The Judge charges in and cuts down two Archers, spreading panic throughout the unit. Unfortunately, this leaves him open to a charge from my Swordsmen, and he gets cut down by a Vorpal Swordmaster. His other unit of Swordsmen advanced to provide support as my Warkiller charges into his Iron guard, killing one. His main unit of Swordsmen fail to break free of the Freeze spell, and are held fast. As my archers maneuver to a better position for targeting the Iron Guard, his macemen charge into the fray, killing one

more Swordsman. The Blue Lotus eater attempts another Sky Taxi, but fails, so my Axemen have to waste an action running before they can charge in, and manage to kill only one Firstborn Swordsman.



Turn 5 -- The Firstborn win initiative. Time was running out (the store was closing soon) and, determined to get as many points as he could, Dan took the initiative. His

Macemen cut down the Vorpal Swordmaster, a Swordsman and an Axemen. I activated the Axemen, charging them in and cutting down almost all the Macemen. Several Axemen even managed to get to the Repulsar Knight, doing 1 wound. His Swordsman charged in on the exposed Axemen, killing one. (Funnily enough, one Swordsman charged the Axe leader, who was on wait and countercharged. Both hit, both saved.) On the other side of the board, the Warkiller managed to kill off another of the Iron Guard. Dan's archers fired into the melee, and did another two wounds to the Warkiller. (He never hit one of his own guys, either.) My spearmen moved into position, but they weren't going to do anything in this battle. The Repulsar Knight activated, and took all three actions to kill one of the Axemen basing him. The Blue Lotus Eater Sky Taxi'd the Crystal Knight to where he could do some good, and Dan's Frozen Swordsman failed again to break free. The Crystal Knight charged into the Swordsman, killing two and freeing up some of my Axemen for the next turn. Unfortunately, we had to pack up at that point.



Afterthoughts -- both of us are still avoiding the Give Orders action, mainly because Dan is still learning the game and so we are concentrating on the fundamentals. This game was actually pretty close, even though I had scored the majority of the kills. Finishing out this turn likely would have meant that my Axemen and Swordsman were severely decimated, at the cost of



his Repulsar Knight and his Swordsman. It certainly would have been fun to play out. And, lastly -- just to prove that I did indeed destroy my dice, I offer the following proof:

To view all of the pics from this Battle Report please go to:

<http://www.prairienet.org/~garou/batrep1.html>

Chronopia: War in the Eternal Realm

Issue 1

Welcome to the world of Chronopia, inside these pages you will find information of great Orc warlords, powerful Elven Lotus Eaters, the rathful Sons of Kronos, the mysterious Stygian menace, the Lords of the Firstborn, the dreaded Devout, and of wondrous Dwarven Blood Totems. Also you can find terrain articles, battle reports, fluff, house rules, and many other things for your enjoyment.

In this issue, is a loose skirmish rule mod written by, well, me, a reflection on the game by a veteran gamer, a few terrain articles and a battle report between the Firstborn and Elves of the Crystal Lotus.

